

Wander OVER Yonder



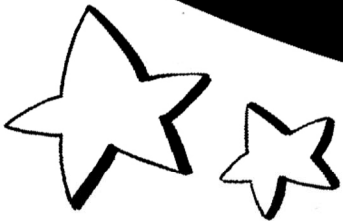
by
CRAIG McCRACKEN

Got groceries you need carrying? Accidentally busted a black hole in your Mom's wall? Are you late for your job protecting the enlightened Ambassador of Harmonius 4 from the fearful and dangerous Dorgons of Doom because you've misplaced the keys to your T-12 Starblaster? Did your neighbors Grog eat your entire classes homework? Got a nagging, evil, and oppressive galactic ruler who just won't seem to go away? Not sure what sweater to wear?

If you answered yes to any of these questions and you are a reasonable and realistic person then you may want run far, far away if ever a smiling, furry, space hippy in a big floppy hat strolls up to you, gives you a hug and asks "How's it going, friend?"

But if your crazy enough to believe that there can still be a sincere glimmer of hope and kindness in this dark and cold universe, then you may want to take this kind stranger up on his offer of assistance. There's no telling what may happen, one thing's for sure it will be interesting, it will be fun, and it will be an adventure you'll never forget for the rest of your life!

Plus you may even get your keys back not to mention confirmation that there still is good in the universe.





follows the misadventures of **Wander**, the optimistic intergalactic, nomadic Good Samaritan and his trusty but pessimistic steed **Sylvia** as they travel the galaxy solving problems for others while creating problems for themselves.

Wander has a desire to help people no matter how big or small the problem. His sole purpose for living is being good, totally selfless, and 100% positive. **Sylvia** is more realistic and far less naïve. She has the experience to tell her that the universe is not all sunshine and double rainbows. She knows full well that the galaxy can be a dark and dangerous place and with an immature and juvenile ruler like **Lord Hater** in charge it's even more so. It's her keen awareness of that danger that makes her stick with the scrawny beanpole. Even though he drives her crazy, even though she thinks he should just leave well enough alone and keep to himself, deep down she can't bare to see **Wander's** pure heart broken if he were to ever grow up and lose his innocence.

That and the fact that she's kind of indebted to him for picking her up when she was down. So **Wander** and **Sylvia** travel the galaxy helping everyone they meet and the more people they meet, the more people they make happy, and the more people they make happy the more hateful **Lord Hater** gets and the higher the bounty he's placed on their heads gets as he tries to stop these unintentional anarchists from wandering over yonder.

WANDER IS....



- **An optimistic, nomadic, interstellar feller and super Good Samaritan.** Take Huell Howser, Maude from “Harold and Maude,” Kenneth the Page, Navin Johnson, and Ernie from “Sesame Street,” give them a lot of sugar, blast them through a cosmic wormhole until their molecules scramble up real good, and you’ve got Wander. **Wander’s sole purpose in life is to HELP PEOPLE.** He does not discriminate, no problem is too big or too small and he holds helping a little kid tie their shoes in equal regards to overthrowing an evil galactic overlord. He spends his days going from planet to planet, person to person, problem to problem, looking for anyone or anything that needs a helping hand. Sure this may seem naïve and idealistic but that’s just who Wander is. He unashamedly wears his heart on his sleeve and it’s this conviction and purpose of character that makes him so disarming. You just can’t help but watch what this funny, little, random, free spirit will do next.

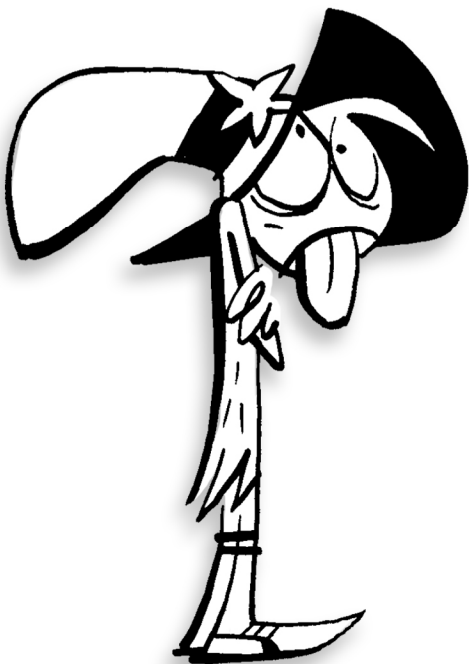
PROS

- **Totally sincere:** Wander's instinct is to always be true to who he is. He is not in the least bit conniving because it is easier to be honest and genuine. He's the bona-fide article, the real McCoy, what you see is what you get!
- **Always up beat:** Wander strolls thru life without a care in the world, a spring in his step and a song in his heart. Granted, the song is playing at 78 rpm, on repeat, and the record is warped but it's a song nonetheless.
- **Highly imaginative:** To watch Wander get in tight situations you'd be certain he must be mad; to watch him wiggle his way out of them you'd be convinced he's a genius. Both are right and neither is true.
- **Insanely curious:** *What's that? Why?* and *Who are you?* are Wander's favorite things to say and he'll say them over and over to everyone he meets. He also has an insatiable desire to taste, touch, feel, and experience everything he sees.
- **Earnest and True:** Wander strives to always do the right and proper thing. If Sylvia had to hotwire a spaceship to save their lives this psychotic boy scout would write down the infraction in a little book titled "Sylvia's No No's" and go out of his way to make sure the vehicle is returned to it's rightful owner. Though, truth be told, he secretly gets a kick out of it. Being "bad" makes him giggle like a school girl.
- **Trusting:** Because Wander is always true to who he is he sincerely believes that everyone else does the same. The idea of being two-faced is totally foreign to him.
- **Fearless:** Seeing the good in everything Wander is never apprehensive about anything. He boldly strides into every situation with a hug and a smile no matter how dangerous the situation may be.
- **Very caring:** Wander never just asks you, *How's it goin'?* as way to fill an awkward silence he REALLY, REALLY, REALLY wants to know how you are, and if things aren't goin' good for you he REALLY, REALLY, REALLY wants to help you, and you... REALLY, REALLY, REALLY should run!!
- **Righteous.** He has a just and moral code that he lives by and will not put up with meanness or people being all bleh!
- **Very funny:** Wander may appear to be a delicate tumbleweed rolling through life completely powerless, but this weak skinny string bean's silly sense of humor packs a mighty wallop that can diffuse any tense situation.



CONS

- **Impulsive:** Wander oftentimes finds himself unintentionally hurting people's feelings or breaking people's things simply because his mouth and hands get way, WAY ahead of his head. Not like his head would be of much help anyway for Wander's brain oftentimes misinterprets and reacts before he's even fully formed a thought.
- **Unintentionally meddling:** No matter how much he tries to resist (and he doesn't really) Wander can't help from HELPING. One finger in every pie, another stirrin' the pots, he is drawn towards getting up in people's business like a moth to flame even if there isn't a problem to solve.
- **Sort of undisciplined:** He has so many ideas, and there are so many things he wants to see and do that he should probably write them down but knowing Wander he would just get distracted by the awesome clicking sound the pen makes.
- **Very naive:** Taking everything at face value Wander can often be led astray by those who may take advantage of his trusting nature. His misadventures could easily be described as Gullible's travels.
- **Easily frustrated:** Having all his senses going all places at once Wander has a really hard time focusing one project at a time. He often gives up before he's really tried.
- **Kind of stubborn:** Possessing the soul of a child Wander also possess the impatience and poutiness of a child when things aren't going his way.
- **Easily confused:** With an overly simple black and white, good and bad view of the universe Wander has no mechanism for dealing with grey areas.
- **Absent minded:** Wander approaches every situation with the best of intentions. If he said he's going to do something he'll do it by gum! That is if he remembers.
- **A jack of all trades:** Wander has seen a lot and done a lot but has never really mastered anything specific. He oftentimes can misconstrue his minimal experience with being an expert.
- **A portrait in extremes:** Wander spends most of his time cranked up to 11 high on life but on the rare occasion that he comes down watch out, for when he crashes he crashes hard and practically shuts off completely.



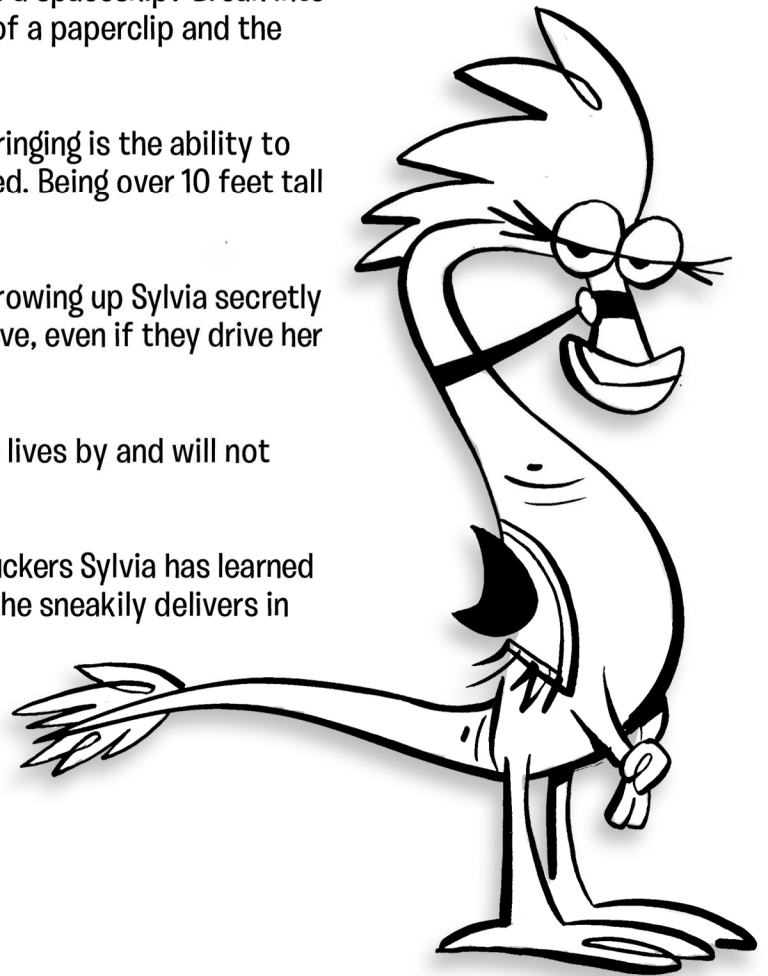
SYLVIA IS....



- **Wander's trusty steed and pessimistic but devoted defender.** Take Princess Leia, Harold from Harold and Maude, Liz Lemon, Sam Jackson in Pulp Fiction, and Bert from Sesame Street, give them a lot of coffee, blast them thru a cosmic wormhole till their molecules scramble up real good, and you've got Sylvia. Sylvia is a Zbornak and Zbornak's are considered the lowest class citizens in the universe, they are the literal workhorses of the galaxy and are often treated as such. Struggling to survive since she was young Sylvia missed out on the good things in life but experienced a lot of the bad. Being dealt such crappy cards led Sylvia to make some poor choices that she regrets to this day. When she was at her lowest, when she felt she had no hope, a wandering stranger lent her a helping hand, pulled her out of the muck and she's been devoted to Wander ever since. Realizing that this naïve do-gooder has no clue of how the real universe works **Sylvia's sole purpose in life is show her gratitude to Wander for helping her by helping him help other people.** One of the positives of Sylvia's less than perfect past is that she has the street smarts, the connections, and the experience to guide Wander throughout the galaxy. Even though his aimless and all over the place wanderings drive her crazy it's his positive and good nature that guides her from heading back down the road to ruin.

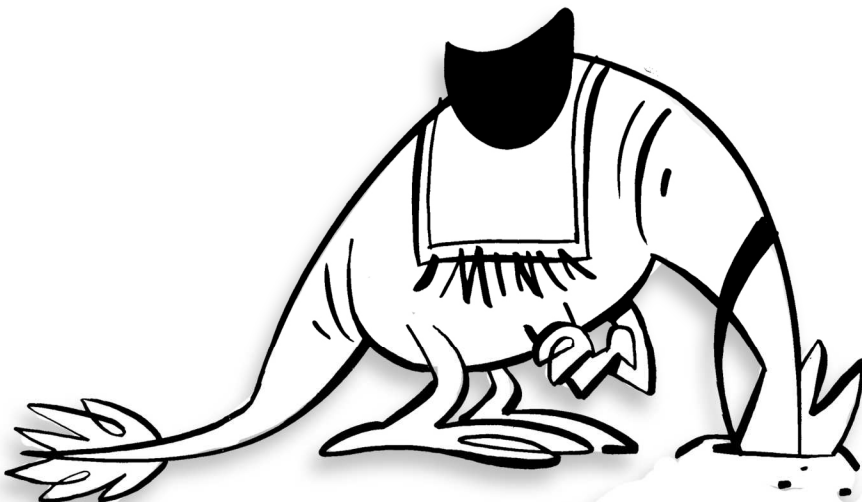
PROS

- **Highly intelligent:** Growing up on the road with her trucker family she was exposed to many alien cultures, traditions, and languages. Never staying in one place for too long she rarely made friends. Instead she buried her head in books.
- **Completely devoted:** She is literally the trusty steed. You can count on her to always be there for you and always have your back even if it's your own stupid fault for getting into trouble.
- **Discerning:** With an impressive ability to see the big picture she is able to easily sniff out BS and call foul on those who's motivations maybe less than honest. She's no sucker.
- **Experienced:** Typically Sylvia keeps quiet, mostly because Wander never shuts up but when the mood strikes her she can weave a tale of her past that can quiet and focus her hyperactive traveling companion.
- **Goal oriented:** Zbornak's have a built in GPS-G (Galactic Positioning System Gene) and an unrelenting drive to overcome any obstacle that stands in the way of them reaching their goal, especially if that goal is protecting pure goodness from pure evil.
- **Dynamic & Resourceful:** Sylvia's shady past has taught her a lot of things that come handy in a pinch. Need to hotwire a spaceship? Break into the central computer? Make a grappling hook out of a paperclip and the beard of Tralfarian Gloaf? Then Sylvia's your girl.
- **Tough:** Another trait she got from her trucker upbringing is the ability to stand up for herself and for others when threatened. Being over 10 feet tall when she *does* stand up helps a lot too.
- **Protective:** Not having a lot of things or friends growing up Sylvia secretly values the few things and friends that she does have, even if they drive her crazy sometimes.
- **Righteous:** She has a just and moral code that she lives by and will not tolerate hypocrisy or injustice.
- **Very sassy and sharp-witted:** Being raised by truckers Sylvia has learned to take and give out her fair share of ribbing that she sneakily delivers in dry but deadly strikes that come out of nowhere!



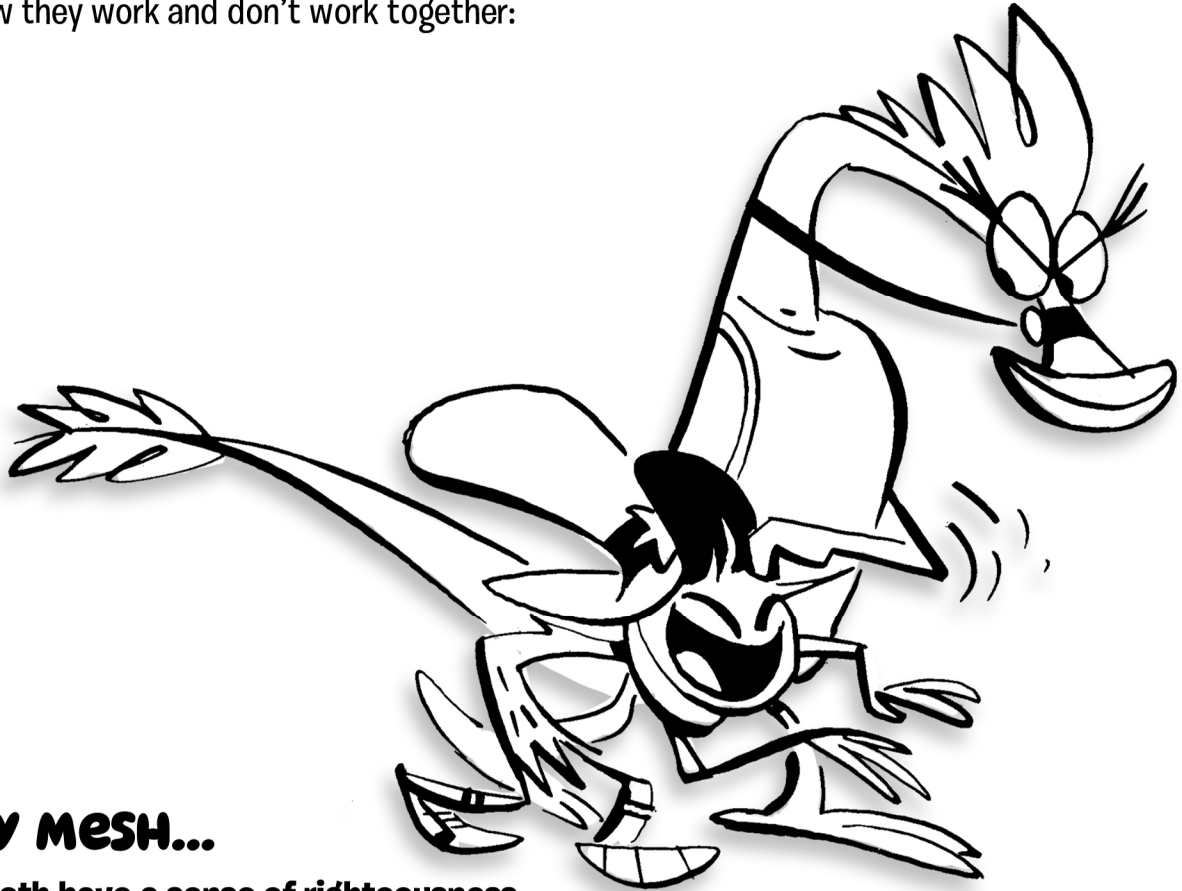
CONS

- **A bit serious:** Spending most of her youth with adults that were always working Sylvia missed out on the fun and innocence of being a child.
- **Kind of stubborn:** That same drive that pushes her towards her goal is also the same one that refuses to give up even after the battle is over.
- **Slightly rigid:** Wanting to rise above the low class misconceptions of her people and the mistakes of her past she fights to prove she is not the person the universe expects her to be.
- **Mildly obsessive:** Give her lots of things to do and she'll take care of them all no problem! Give her one small thing to do and she will obsessively focus on that one thing to the point of insanity
- **Easily frustrated:** With a crystal clear path to her goals in front of her nothing drives her crazier than pointless wandering around. This is a daily problem for her.
- **A former miscreant:** When push comes to shove and she doesn't know how to get out of a situation Sylvia has to fight her instincts to resort to nasty and bad tactics to solve her problems.
- **Slightly insecure:** Though she appears confident outside, inside she is always wrestling with the belief that she really doesn't have any idea what she is doing and didn't deserve her second chance.
- **Brooding:** As much as Sylvia tries to feed off Wander's positivity if she ever lets the unfairness of her past bubble up she can become a real sourpuss which she HATES being called when she gets like that.
- **Unforgiving:** Because of her unfortunate past Sylvia feels she's had her fill of bad luck which is why she doesn't forgive so easily if you slight her. Though the one person she has the hardest time letting off the hook is herself.
- **Pessimistic:** Even though she really tries to hope for the best it's hard for her to be positive, she's just seen too much negativity to really believe that anything will work out right.



WANDER & SYLVIA

are lessons in bold contrasts: positive/negative, light/dark, innocent/ experienced, introverted/extroverted. The two of them can easily be broken down into the core archetypes of **THE FREE SPIRIT** and **THE LOST SOUL**. Here is a basic run down of how they work and don't work together:

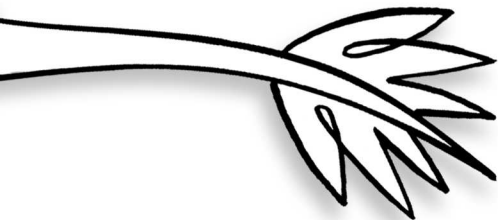


THEY MESH...

- **They both have a sense of righteousness.**
- **They both want to help people.**
- **They are both seen as oddballs.**
- **They inspire each other:** Him for his innate and pure goodness, her for all the cool and exciting things she's seen and done.
- **They both have a built in desire to help one another:** He hates seeing her down in the dumps and lives to make her laugh, she values his purity and never wants to see that tarnished by reality.
- **They both have a sense of humor and love a good joke or gag.**
- **They both appreciate the simple things in life:** Him because he simply appreciates EVERYTHING in life, and her because at the end of the day when all seems lost those are the only things that really matter.
- **They both don't want to get caught by Hater:** Him because that would really put a damper on his whole helping out thing, and her because it's uhhh.... being caught and thrown in PRISON!
- **They both want to see how far they can go:** Him because the more people he helps the more happy he is (if that's even possible!) and her because every good deed that she does the more positive karma she feels she's racking up (plus it's a heck a lot of fun outwitting the bad guys!)
- **They are really all each other have.**

THEY CLASH...

- **They never seem to go the same direction:** His path is windy, meandering and all over the place, hers is straight, decisive, and precisely timed to optimize relaxy time.
- **They have yet to define the parameters of “helping”:** He thinks that going 100 miles out of your way to return a lost sock is totally valid, she would rather sock it to the man!
- **They both have very different comfort zones:** His is about 16 millimeters from your face, hers is about 16 Million meters.
- **They never can agree on what is fun:** He has no problem breaking out into song and happily dancing in the streets with complete strangers, she has a big problem with it.
- **They can never agree on a plan:** He never has time to plan a plan, and she never has time to plan a way to stop him for a second to let him know that she’s already planned a plan!
- **They have a totally different understanding of “the grass is greener”:** He wants to get to that grass as fast as he can ‘cause he can’t even imagine what even greener than green grass looks like! She understands it like you do, you know like a normal and sane person would.
- **They have different ideas on being cautious:** He doesn’t think there’s anything to be cautious about which is why she, though not fearful, has to keep her eyes open for the both of them.
- **They have their own definitions of good and bad:** He thinks that breaking in to a building to save someone is bad because there’s probably some poor lock maker out there who would be really sad to know that the nice lock that he worked so hard on to make was all destroyed by a laser blaster, she has already gone into the building taken out the guards, saved the person, is back out the door, and is halfway down the road before he even realizes it.
- **They can never decide where to eat.**



A very simple way to understand **Wander** and **Sylvia’s** relationship is to think of them as a younger brother and an older sister. Let’s just say he is 9 and she is 14. He is still a little kid, he loves his sister, he looks up to his sister, he wants to play and sometimes tease his sister and he loves it best when she’s kind of like a kid again. She is older and more aware of the real world, she wants to be taken seriously. Though she loves her little brother she doesn’t always want him around, she doesn’t always want to play, but she knows that she has to look out for him, and the fear of that responsibility scares her to death, she loves it best when he makes her feel like a kid again.

LORD HATER!

You can't have a Sci-Fi/Fantasy story with out an evil cosmic overlord. Darth Vader, Sauron, Ming the Merciless, these guys do a great job of oppressing their subjects, ruling with fear and violence, and just being an awesome baddie for the hero to rail against, shake their fists at and stop once and for all! **Wander over Yonder** is no different only **Lord Hater** is worse than those guys! At least they had confidence in their nefarious ways. **Hater** is an insecure, whiney, selfish, vicious, jealous, and mean little jerk! He's like the lead mean girl in High School, always spreading gossip with his mindless minions **The Watchdogs**, about who is doing what to who and who said what to whom. He is also arrogantly obsessed with what people think of him! **Hater** just doesn't want to dominate and rule his people he *wants* his people to *want* to have him oppress them! He wants to be the oppressor of choice because he is the most awesome evil bad guy ever EEEEEERRRR!!! **Hater** spends most of his time cooped up in his dark and filthy lair, drinking soda, eating pizza, talking on his cel, farting around online, pretending to be a rock star, and always, always ALWAYS obsessing on what that no good do gooder **Wander** is doing! **Hater** hates, hates, HATES the guy and he is convinced that **Wander** is genius who is just helping people in order to make him look stupid! Because of this **Lord Hater** has placed a huge bounty on the head of **Wander**!

Sylvia?

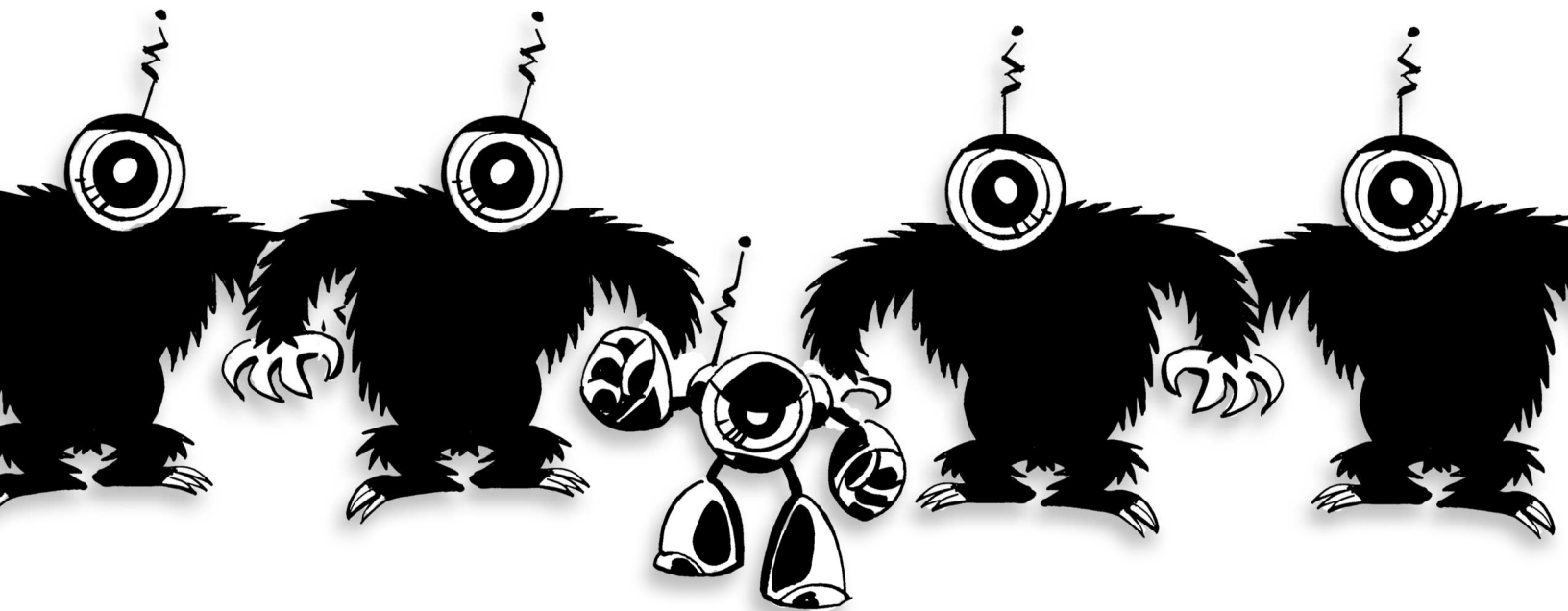
You mean his dumb horse? She's a Zbornak and a GIRL! Who cares about her!?!

Ladies and Gentlemen I give you, **LORD HATER**.



SGT. PEEPERS AND THE WATCHDOGS

(AND OTHER ASSORTED BOUNTY HUNTERS)



Like any evil ruler **Lord Hater** has an army of evil minions that do his bidding. **Hater's** troops are called **The Watchdogs**. These sentient eyeball creatures feed off visual information which makes them perfect for keeping an eye on everyone at all times and reporting any suspicious activity back to big brother **Hater**. The **Watchdogs** themselves are kind of mindless muscle but it's **the Captain of the guards Sgt. Peepers** (Yes he was promoted to Captain from Sargent a while ago but **Hater** keeps forgetting, which is just one of the numerous things that infuriate the little guy.) is the **Watchdog** to watch out for! He is pure mean, pure evil, pure violent, and angry like you have never seen. Perhaps it's a Napoleon complex for being so tiny and cute but **Peepers** puts the ass in nasty! Always yelling, always smacking his troops around **Peepers** even scares **Hater** sometimes and there's no telling what would happen if he was in charge, which is something that he desperately wants. **Peepers** has made it his personal mission to apprehend **Wander** and bring him in to prove to **Hater** that **Wander** is no genius who's plotting to make **Hater** look stupid, he's just a fool plain and simple.

There is a constant cat and mouse game going on with **Wander, Sylvia** and **Peepers**. He is the Tom to their Jerry, The Yosemite Sam and Marvin the Martian to their Bugs, and the Inspector Dreyfus to their Clouseau. The more that **Wander** and **Sylvia** slip through his fingers the madder **Peepers** gets and the madder **Peepers** gets the funnier he gets which just makes him even madder and on and on it goes.

Hater, doubting that **Peepers** can actually stop **Wander** has placed a bounty on **Wander's** head open to anyone who can bring him in. Oftentimes these **bounty hunters** resort to more clever tactics to catch **Wander** like posing as someone in need of help in the hopes that **Wander** will take the bait. But thankfully **Sylvia** is there to divert **Wander** from these traps though surprisingly it's **Peepers** himself who thwarts the **bounty hunters** the most. He will not tolerate his thunder being stolen by some freelance schmuck, HE is going to be the one to bring in **Wander** once and for all, even if it kills him!

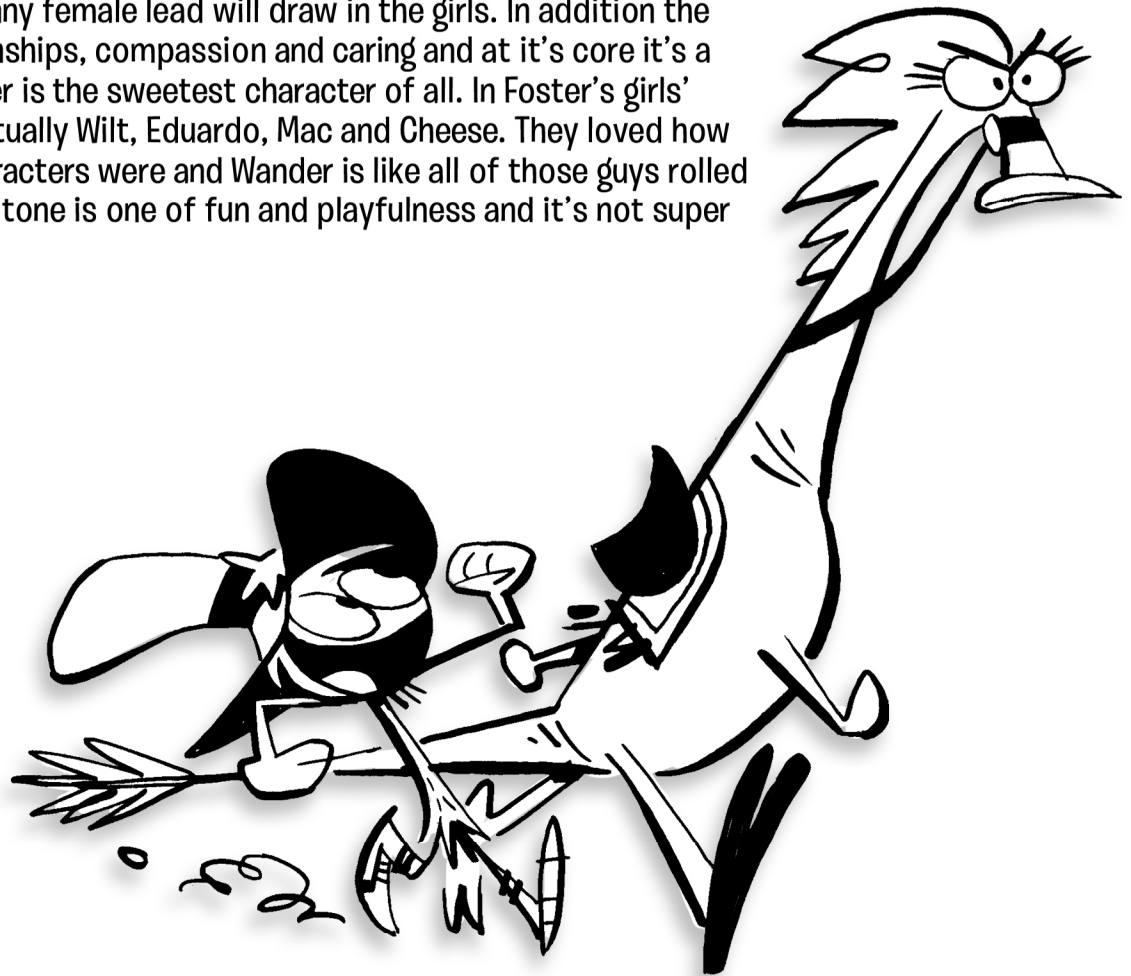
The **Peepers's/ Wander** thread can weave a nice classic chase cartoon dynamic into this otherwise character driven show. He provides a good outlet for some slapstick visual comedy.

BOYS & GIRLS

Like all my shows I strive to produce something for everybody: kids, adults, teenagers. The best shows are multifaceted and provide entry points for different perspectives. But I wanted to give a quick run down on how I think Wander over Yonder will work for both boys and girls.

BOYS: Obviously the Sci Fi/Fantasy genre is a natural draw for boys you can't go wrong with space ships and bizarre alien creatures. But I really feel it's Wander's random, and silly behavior that boys will connect too. They will also relate to the underlying brother/sister relationship of Wander and Sylvia. The slapstick comedy of Peppers and Wander will give boys to get a chance to see some brand new physical gags of classic cartoons, something that is still very popular with kids but has been sorely lacking in recent cartoons.

GIRLS: Even though the show is called Wander over Yonder and there's a big star on Wander's hat he is really just that. He's the star but it's not really his show. The protagonist, the character that is our entry point into the stories, the character that we FEEL for is actually Sylvia. It's really her show, she is the character who is growing and learning. I have no doubt that following the emotional ups and down of this bold, strong, and funny female lead will draw in the girls. In addition the show is really about relationships, compassion and caring and at it's core it's a very sweet show and Wander is the sweetest character of all. In Foster's girls' favorite characters were actually Wilt, Eduardo, Mac and Cheese. They loved how positive and nice those characters were and Wander is like all of those guys rolled up into one. Plus the overall tone is one of fun and playfulness and it's not super serious.



THE GOAL

The underlying foundation of **Wander over Yonder** is somewhat like the A-Team. If you have a problem they are here to help, and like the A-Team **Wander and Sylvia** do not have superpowers just their desire to use what odd skills they may have to at least *try* and help. But that is just the bones that give the show structure and purpose. **The real HEART and SOUL of the show is Wander and Sylvia's relationship**, it's really an odd couple, buddy comedy. Bert and Ernie, Felix and Oscar, Ricky and Lucy, Dexter and Dee Dee, Harold and Maude, Thelma and Louise, Steve Martin and John Candy in "Planes, Trains, and Automobiles," Harrison Ford and Gene Wilder in "The Frisco Kid," the list goes on and on. This classic pairing always works because they automatically create debate and conflict, which are the basic building blocks for story and comedy.

Also it's a show about perspectives. Depending on your leanings you may be a **Wander** or you may be a **Sylvia** either way there's a character there that you can identify with as a reflection of yourself.

In addition to this duo I also like the idea of approaching a Sci Fi/Fantasy universe from the perspective of the "alien on the street." Typically most Sci-Fi/Fantasy stories deal with the EPIC struggle of good vs. evil. "Star Wars" and "Lord of the Rings" focus on the BIG story and the BIG characters where I'm actually interested in the more mundane, day to day, struggles of the characters in those universes. What's the story with all the dudes in the cantina? How do the Orcs feel about slaving all day for Sarumon and what do they do after work? I feel there's humor to be mined from entering this kind of world from the ground level, sure there is a bigger "Master's of the Universe" story going on in **Wander over Yonder** but in this universe *that* is the back story. It's the people that inhabit this world and their personal problems that is front and center.

A touchstone for the type of humor that I see in **Wander** is not unlike that in "Monty Python and the Holy Grail" or "Hitchhiker's Guide to the Galaxy." **Not too serious, very playful, very silly, but very clever and smart.**

After watching an episode I want to leave audiences feeling sincerely good and happy. Personally I feel there is a lot of media out there that leaves you feeling either unsatisfied because the content is hollow or totally on edge because what you just watched was so intense and aggressive.

Wander over Yonder is an unashamedly nice show, a fun show, a positive show that speaks to the enthusiastic kid and the grumpy adult in all of us.

